



POWER STONE  
20 PTS.

POWER STONE  
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# POWER STONE™

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TEEN

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CONTENT RATED BY  
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13014

## WARNINGS Read Before Using Your Sega Dreamcast Video Game System

### CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

### HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

### OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

### PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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\$1.35 per minute for live Game Counselor assistance.

From Canada: 1-900-677-2272 (\$1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday-Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

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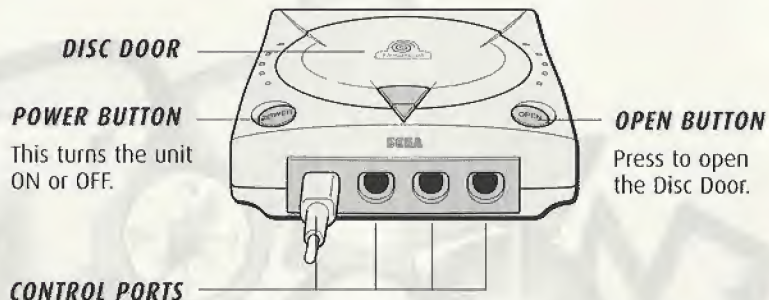




It is the 19th century  
 ... a Romantic Era ...  
 Superstitions and legends  
 are alive and powerful.  
 With dreams of vast  
 fortunes, adventurers  
 seek the legendary **Power  
 Stones**, magical stones  
 that will make any wish  
 come true . . . .

**THE POWER OF THE STONES**

**SEGA DREAMCAST™**



This turns the unit ON or OFF.

Press to open the Disc Door.

Use these ports to connect the Sega Dreamcast™ Controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. Use port A and port B to connect controllers for players 1 and 2 respectively.

**Note:** Purchase additional controllers (sold separately) to play with two people.

**POWER STONE** is a 1-to-2 player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast Controller(s) or other peripheral equipment into the control ports of the Sega Dreamcast.

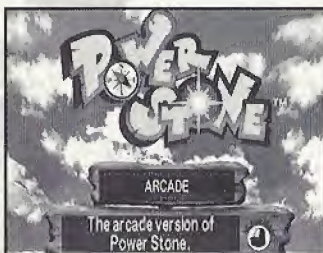
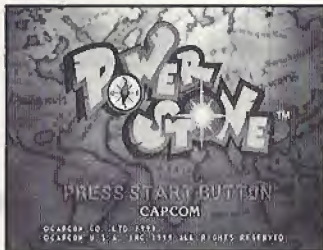


1. Press the Start Button at the title screen.

2. Press the Directional Button ↑/↓ to select a game mode.

## STARTING A GAME

3. Press the Directional Button in any direction to select your character and press the A Button.



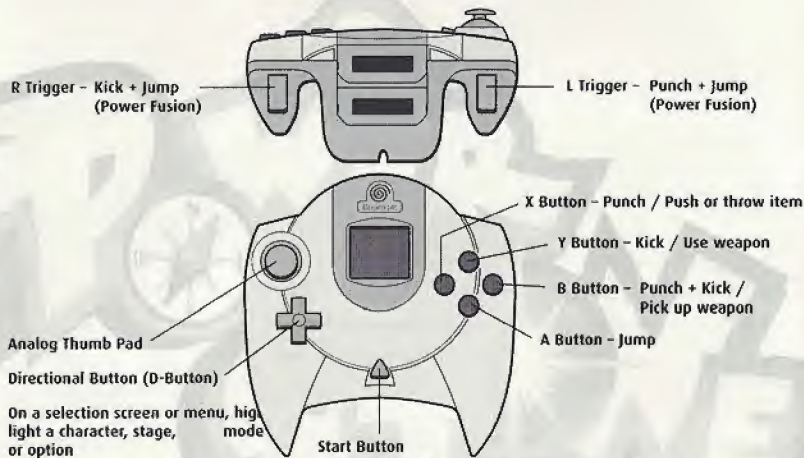
Select Save/Load from the mode select menu and you can save or load game data.

- Save** Save your performance data (score ranking of Arcade mode, etc.) to the Visual Memory Unit (VMU). Select a Control Port and Socket position and press the A Button. To save, you need an optional VMU with 4 free blocks.
- Load** Load performance data (score ranking of Arcade mode, etc.) from the Visual Memory Unit (VMU). Select a Control Port and Socket position and press the A Button.

**Important:** While saving a file, never turn OFF the Sega Dreamcast power, remove the Visual Memory Unit (VMU) or disconnect the controller.



# SEGA DREAMCAST CONTROLLER



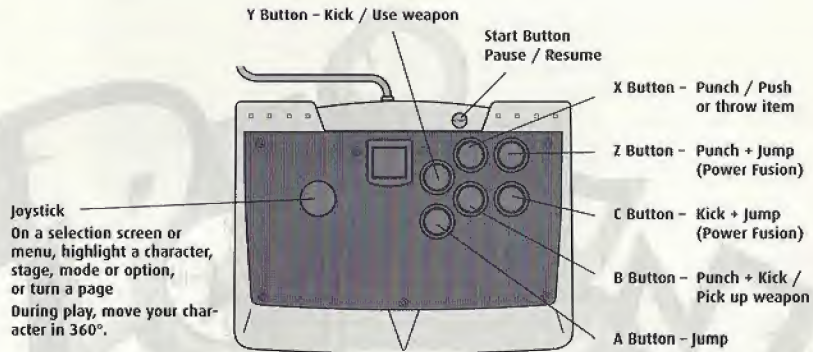
On a selection screen or menu, highlight a character, stage, mode or option

During play, move your character:

- ↑ Up
- ↖ Up left diagonal
- ← Left
- ↙ Down left diagonal
- ↓ Down
- ↘ Down right diagonal
- Right
- ↗ Up right diagonal

Never touch the Analog Thumb Pad or L/R Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

# ARCADE STICK

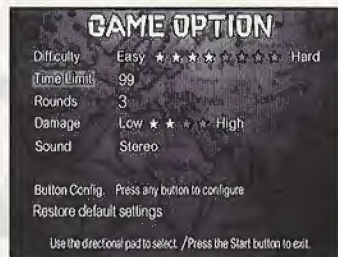


## NOTES

- **POWER STONE** is a 1-to-2 player game. Connect controllers or other peripheral equipment before turning on the Sega Dreamcast.
- To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.
- For both the controller and Arcade Stick, you can change the default control settings in Option mode. See page 8.

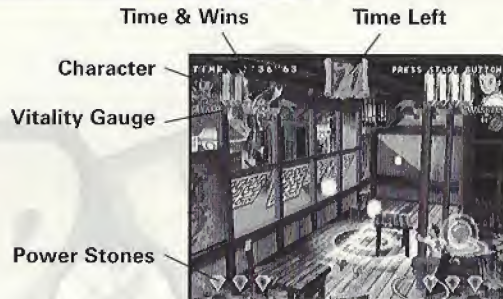
## OPTION MODE

In Option mode you can adjust various game settings. Choose an item with D-Button  $\uparrow/\downarrow$ , and adjust with D-Button  $\leftarrow/\rightarrow$ .



- Difficulty** Adjust the difficulty level of Arcade mode from 1 to 8.
- Time Limit** Set the time limit per round.
- Round** Set the maximum number of rounds per match.
- Damage** Adjust the damage level from 1 to 4.
- Sound** Choose stereo or mono depending on your speakers.
- Vibration** Set ON or OFF when using the optional Vibration Pack.
- Button Configuration** Reset the button controls by pressing the D-Button  $\leftarrow/\rightarrow$ .

## GAME SCREEN



- Time & Wins** Shows time for 1 player games and number of wins for 2 player games.
- Time Left** When the timer reaches zero, the match ends.
- Character** Identifies the character with a name and portrait.
- Vitality Gauge** Decreases when a character is attacked. When the gauge reaches zero, the character is knocked out and loses the match.
- Power Gauge** When the gauge empties, your power change ends.
- Win Mark** Displays the number of rounds a character has won.
- Stone Radar** Locates Power Stones.
- Power Stones** Shows how many Power Stones a character has. With three Power Stones, a character will transform (see page 12).

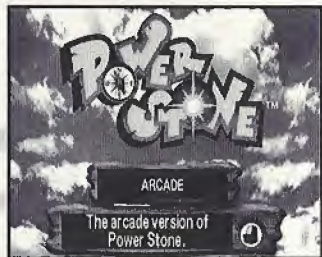


## GAME MODES

### Arcade

1 or 2 players

Fight against CPU opponents. If you defeat all opponents, you win the game and will see an ending movie. You can continue after losing.



### Versus

2 players

Choose 2 characters and a stage. You can select characters before every match.

**Note:** You must connect 2 controllers to choose this mode.



### Match Play

Each round lasts for up to 99 seconds max. During the time, the first player to drop the opponent's vitality to zero wins the round. You can adjust the time in Option mode.

### Winning & Losing

The first player to win 2 out of 3 rounds (default) is the match winner. You can adjust the number of rounds in Option mode.

### Time Up

If time runs out and both players still have some vitality remaining, the player with the most vitality is the winner.



## GAME RULES

# POWER CHANGE

## Power Stones

Collect the Power Stones during battle. As you get more stones, your character's attacking ability grows more powerful! Collect all 3 Power Stones (red, blue and yellow) and your character will transform into a raging superbeing capable of executing deadly Power Fusion moves! The power change continues until the Power Gauge runs out.

## Power Drive

The Power Gauge also decreases when you use a Power Drive (Punch or Kick) during a power change, or get attacked by the opponent.

## Power Fusion

If you press Jump + Kick or Jump + Punch during a power change, you can perform a Power Fusion attack.

The good news . . . Power Fusion attacks inflict devastating damage and make opponents easier to hit.

The bad news . . . once you use a Power Fusion (which uses up all your remaining power), your power change ends and you are unable to move for a short while. Remember – timing is important!

## Power Stone Rewards

Beat Arcade mode at different levels of performance and receive one of several possible rewards. Your reward depends on how well you play. Get them all!



ER PLE

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 Sega Saturn  Sega Genesis  
 PC CD-ROM  Mac CD-ROM
4. Did you rent this game before?  
 Yes  No
5. Where did you purchase this game?  
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 Software Speciality  Online

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**Power**

The Power Stone you use during a fight by the opponent's signature is complete.

**Power**

If you prefer Punch during a performance. The good and make the bad remain for a show purchasing it?

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**POWER STONE™ REGISTRATION CARD**

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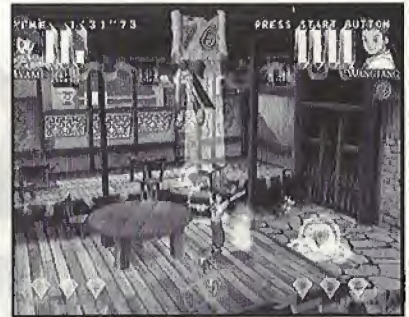
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6. How did you hear about this game?  
 Friend  Sales Person  Magazine Ad  T.V.  Game Review  
 Newspaper  Internet  Demo  Packaging  Rental  Other \_\_\_\_\_
7. Which publications do you read regularly?  
 EGM  Game Fan  Game Pro  Next Generation  PSExtreme  
 O.P.M. - Official PlayStation Magazine  P.S.M.  Game Informer  
 Gamers Republic  Nintendo Power  Tips & Tricks  Other \_\_\_\_\_
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 Gift  Played Before  Price  Screen Shots  Other \_\_\_\_\_
11. Would you like for us to send you information on upcoming products?  
 Yes  No

**TECHNIQUE**

Press Punch + Kick near opponents or objects. Watch what happens!

- Throw an opponent.
- Pick up an item.
- Climb up on a roof or ceiling.
- Hold on to a pole.
- Lift up a keg or box and throw with Punch (toward an opponent) or Kick (in any direction you want).



**Technique Hints**

- Dodge attacks by pressing any D-Button direction the moment the opponent punches or kicks you.
- Use attack items and Power Drive or Power Fusion during a power change.
- You'll never win if you just punch and kick!



## ATTACK ITEMS



Get close to chests and items will pop out. Press Punch + Kick to pick them up.

- Time Bombs explode on when the timer reaches "0." Opponents you blow up could drop Power Stones!
- Swords give you a long reach!
- Molotov Cocktails heat up opponents – and you too!
- Bazookas blast opponents in an explosion!
- Flame Thrower flames in 360 directions (use the D-Button).

Hailing from the town of Londo, noble Falcon circles the world in his airplane "Hockenheim." He searches for the Power Stones which were revealed in an ancient family legend. Falcon has a strong sense of justice. He specializes in boxing and destroys evil with sharp moves and explosive punches.

Falcon is a balanced fighter with neither the flash of outstanding strengths or the drawback of outstanding weaknesses. During a power change, he gains powerful moves for both close and far range combat.



## Red Whirlwind

### POWER DRIVE

- |                 |       |
|-----------------|-------|
| Power Missile   | Punch |
| Power Hurricane | Kick  |

### POWER FUSION

- |                 |              |
|-----------------|--------------|
| Power Rocket    | Jump + Punch |
| Power Explosion | Jump + Kick  |





**Scorching Beauty**

Rouge, the Gypsy fortuneteller, is both mysterious and graceful. Guided by signs in her crystal, she travels the world collecting Power Stones. She has a unique ability to control flames at will! Her fighting style is mesmerizing: she moves as if dancing and chars her opponent's body and soul with her flames.

Though her normal attack and defense abilities are relatively low, Rouge's flame attacks have long range and inflict severe damage. She runs more quickly than many of the other fighters.

### **POWER DRIVE**

Hellfire Sign      Punch

Dream Temptation      Kick

### **POWER FUSION**

Fiery Trap      Jump + Punch

Secret Heaven      Jump + Kick

A master martial artist from the town of Tong-Ang, Wang Tang is following his teacher's advice and seeking Power Stones around the world. Always optimistic, Wang Tang is second to none in Kung-fu skill.

Wang Tang's merit is outstanding agility. His successive moves don't allow opponents to catch their breath. He is also excellent at special actions such as wall-climbing. He floats like a butterfly and stings like a dragon!



**Agile Dragon**

### **POWER DRIVE**

Dragon Fang Bomb      Punch

Dragon Storm      Kick

### **POWER FUSION**

Big Dragon Ball      Jump + Punch

Dragon Dance      Jump + Kick



**Master  
Swordsman**

### POWER DRIVE

|           |       |
|-----------|-------|
| Raijinken | Punch |
| laizan    | Kick  |

### POWER FUSION

|                |              |
|----------------|--------------|
| Midare Zantou  | Jump + Punch |
| Tenchi Ryoudan | Jump + Kick  |

Ryoma's original home is an island country. Since no islander could compete with his skill, he tours the world seeking out tougher opponents. When he faces an opponent, he cuts the enemy down instantly!

Thanks to his katana, Ryoma has a long reach, but he is open to attack if he misses his target.

Ryoma is weakest when picking up and throwing objects. He can beat an enemy with one stroke of his katana!

Officially, Ayame is a star artiste in a traveling troupe. Secretly, she is descended from a ninja family and is herself a ninja. Obeying her master's order, she is on a quest to acquire the Power Stones.

Ayame's attacking power is frail and she is weak when throwing heavy objects. To compensate, she runs more quickly than any other fighter. During a power change, her attacks are very powerful. Her best strategy is to avoid attacks while collecting Power Stones.



**Cherry Blossom  
Dancer**

### POWER DRIVE

|                     |       |
|---------------------|-------|
| Flower Shuriken     | Punch |
| Cherry Blossom Hide | Kick  |

### POWER FUSION

|                      |              |
|----------------------|--------------|
| Hundred Flower Bloom | Jump + Punch |
| Cherry Blossom Dance | Jump + Kick  |





**Heavy Tank**

**POWER DRIVE**

- Gun Gun Rock      Punch
- Rock Crush        Kick

**POWER FUSION**

- Rock 'n' Roll      Jump + Punch
- Earthquake        Jump + Kick

This miner from Dawnbolta has nerves of solid steel and never gets upset. He is journeying from mine to mine to dig the legendary Power Stones. In fighting, he relies on his unrivaled strength.

Gunrock is a power fighter with a huge body. Though he is slow, his power outweighs the weak-ness.

Thanks to his magnificent strength, he is better at throwing objects than any other warrior.

Jack makes no distinction between good and bad. His pleasures are simple – he likes anything shiny, and he loves to cut with his knife. In Manches, his hometown, he used to rob strangers of their jewelry. One day, he overheard a tale about Power Stones, the most glittering jewels of all. His new hunt has only just begun.

Unpredictable and mysterious rapid moves are Jack's strength. However, his attacking power is weak. Confuse opponents with tricky moves!



**Mad Clown**

**POWER DRIVE**

- Rolling Slash      Punch
- Round Slash        Kick

**POWER FUSION**

- Killer Dance      Jump + Punch
- Misery Rain        Jump + Kick



**Proud Eagle**

## POWER DRIVE

Light of Judgment    Punch

Heaven's Cry        Kick

## POWER FUSION

Light of Vengeance    Jump + Punch

Heaven's Victory        Jump + Kick

Galuda lives in the western wilds. He is a shaman with a tender heart and hatchet-sharp intelligence. To save his village from a mysterious disease, he is on a worldwide search for Power Stones. Though he is a pacifist who abhors fighting, Galuda has sworn revenge on the "one-handed man" who brought sickness to his people. Galuda's offensive and defensive abilities are high. He doesn't have any notable weaknesses. Get close to an opponent, and aim for powerful throw moves!

## NOTES





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### CREDITS

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### 90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this Sega Dreamcast GD-ROM ("GD-ROM") from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the GD-ROM free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire GD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your GD-ROM certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM  
Consumer Service Department  
475 Oakmead Parkway  
Sunnyvale, CA 94086

This warranty shall not apply if the GD-ROM has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

### REPAIRS AFTER EXPIRATION OF WARRANTY

If the GD-ROM develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective GD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your GD-ROM certified mail. CAPCOM will replace the GD-ROM, subject to the conditions above. If replacement GD-ROMs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

### WARRANTY LIMITATIONS

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